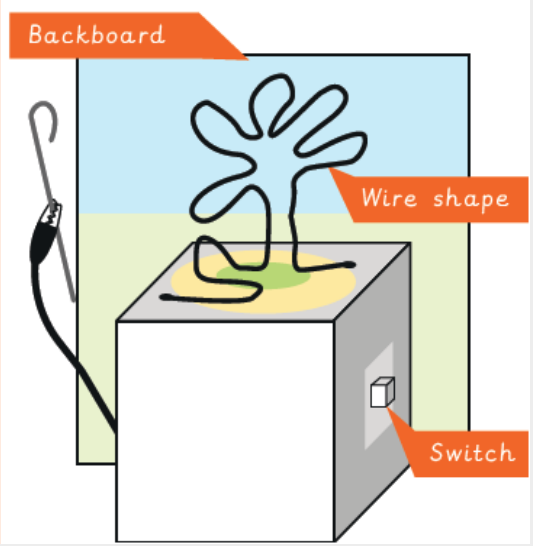
DT: Electrical Systems (steady hand game)

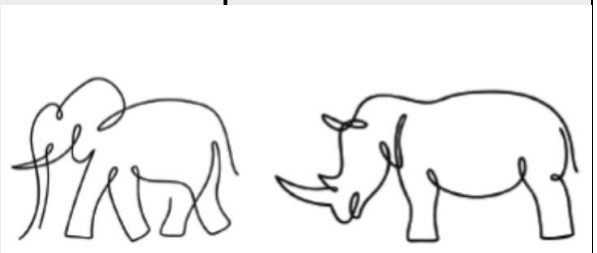
Year Group: 6 | Subject Focus: DT | Term: Autumn 2

Key facts:

The more complex your wire shape is, the harder your steady hand game will be - especially if the bends are close together.



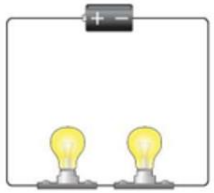
Top Tip: Use continuous line drawings, such as Picasso's single-line animals for inspiration.



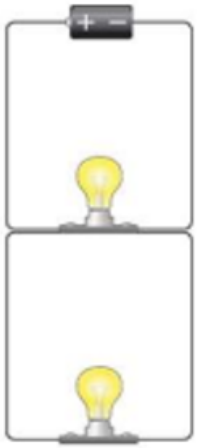
These can form the wire shape of your steady hand game.

Technical Knowledge:

This is a diagram of a series circuit. The electrical current flows through every component in the circuit.

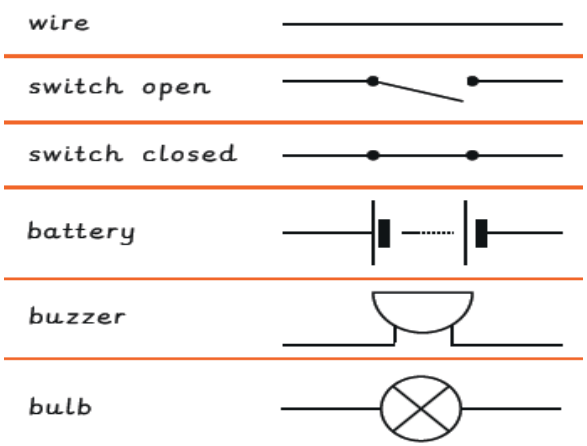


This is a diagram of a parallel circuit. This has two more paths for the electrical current to flow through. If one loop is disconnected, then the other still has power.



Which circuit will you use for your steady hand game?

Circuit symbols:



Key words:

Backboard	A background design for the steady hand game.
Conductor	A material that allows electricity to flow through it (e.g. metal).
Copper	A material that is one of the best conductors of electricity.
Function	How an object or product operates or works.
Insulator	A material that does not allow electricity to flow through it (e.g. plastic).
Net	A 2D flat shape that can become a 3D shape once assembled.
Prototype	A simple model that lets you test out an idea. How it will look and work.
Series circuit	A closed circuit where the current follows one path.
Side view drawing	A diagram which shows the dimensions (width, depth, length) for the side of a product.
Top view drawing	A diagram which shows the dimensions (width, depth, length) for the top of a product.

Real life:

Nikola Tesla: An inventor best known for his contributions to the design of the modern alternating current (AC) electricity supply system.